

ROCK RAIDERS (PSX) SCHEDULE

MILESTONE 10 - 30th April 1999

- *Drilling: Men*
- *Drilling: Vehicles Generic*
- *Event Scheduler with Graphic Display*
- *Object List: Load/Save/Edit*
- *Map Editor: Load/Save/Edit*
- *Enemies: Generic Move/Collision AI*
- *Enemies: Spiders*
- *Enemies: Scorpions*
- *Enemies: Snakes*
- *Enemies: Rock Monster*
- *Enemies: Rock Whale*
- *Vehicle: Hover Scout*
- *Vehicle: Small Digger*
- *Vehicle: Small Helicopter*
- *Minifigure: Rock Raider*
- *Collision: Generic Map*
- *Design Interface between Yaroze and Dev Kit*
- *Intro Screens*
- *Select Options Screens*

MILESTONE 11 - 4th June 1999 (ALPHA)

- *Level: Generic Load/Edit*
- *Level: Objectives*
- *Level: Generic Test*
- *Level: Design for Alpha*
- *Levels: Implemented two test levels*
- *Levels: Merge with main code and intro*
- *Levels: Alpha Deadline*
- *Two-Player Mode Test*
- *Two-Player Mode Implementation*
- *Radar*
- *Pause Game*
- *Collectibles: Generic - Crystal, etc*
- *Weapon: Generic - Either Side*
- *Weapon: Dynamite - Drop onto floor*
- *Weapon: Super Dynamite*

- Weapon: Pusher Gun
- FX Sub-System: Generic
- Collision: Generic - Vehicles with Terrain
- Electric Fences
- Minfigure: General AI
- Vehicle: Generic Movement and Simple AI jump, hit, run
- Vehicle: Rapid Rider
- Vehicle: Loader Dozer
- Vehicle: Chrome Crusher
- Vehicle: Granite Grinder
- Vehicle: Tunnel Transport
- Vehicle: RoboSuit
- Helicopter: Scoop/Drop Water
- Helicopter: Lift Men/Vehicles
- Helicopter: Lift Cargo
- Between Level Anims
- Level Won Screen
- Level Lost Screen
- Quit Screen
- Credits Screen
- Camera Movement AI
- [Weapon Selection](#)
- [Buildings in game](#)

MILESTONE 12 - 2nd July 1999 (BETA)

- Levels: Beta Deadline
- Lava: Vertex Lighting System
- Level Design on Paper

MILESTONE 13 - 31st July 1999 (MASTER)

- Levels: Design to Completion
- Final Game Tweaks & Debugging

SOME QUERIES:

- I've *italicised* those tasks I know have been completed - which others are done?
- We need to have slugs in the game somewhere, even if they're just moving obstacles, to link in with the FMV - where will they be implemented? [Slugs we have, very nice animated ones, colourful but time to put them in is more of a problem, I will see if Tony](#)

can add it to the list, but it really needs to go the other way. We were unsure about Electric Fences and perhaps the Robo-suit vehicle.

- I presume the catamaran going to be the Rapid Rider (to fit in with the toy range)? yes
- Is the vehicle known as the Large Digger the Chrome Crusher? If not, this needs to be implemented somewhere. – our text has been corrected.
- What's the difference between the Radar and the Radar System tasks? Tony re-allocated this to Scott and moved it forward, in doing so he appears to have forgotten to delete the old radar entry.
- When does each Rock Raiders' different ability set get implemented? The actions are very small to code (often just a flag or a single variable change, so it will be included in with the appropriate routine.
- Where are some of the things we discussed last time going to be implemented? For example, we discussed having buildings and stuff - presumably there will have to be collision/animation/interaction code linked to them? Buildings we said would be presentation only, They are just large objects so will be included in the object collision placement code.
- When does the inventory system get implemented? We are initially just including the pusher gun, so this will definitely work. The other weapons will be added at the end.
- Will the Collectibles: Generic code cover everything (i.e. freezer gun top-ups, etc)? Yes they are all simple flags to the code.